INTRODUCTION

Combat Boots simulates modern small-unit combat. In *Combat Boots,* each player controls infantry, artillery, tanks and aircraft.

COMPONENTS

Board

The board shows the field of battle. Terrain affects fire and movement. Hexagons (hex/hexes) govern movement and indicate distance. Each hex is 50 meters across.

Pieces

Each piece (unit) represents an infantry squad, a machine gun (MG), mortar, field gun, tank, vehicle, or aircraft. Each piece has a rating for Range, Movement, Armament, Firepower, and Survivability.

Armor & Soft Targets

Tanks and halftracks are **armor**. Armor is immune to rifle and MG fire. Infantry, guns, trucks, and aircraft are **soft targets**.

Unit Ratings

Range is the distance in hexes a unit can fire. An underlined range is the number of range bands the unit can fire into. Movement is the number of hexes the unit can move. Armament is the weapon type. Firepower is the number of dice the player rolls when firing. Survivability is the number of dice the player rolls when taking fire.

Range **6** Rifle **4** Movement

Armament **r2/2**

Firepower / Survivability

You can summarize a unit using its Armament, Firepower, and Survivability. This rifle squad can be summarized as *r2/2*.

Armament

Weapons have varying effects on different target types.

a: *Anti-tank* can target armor, as well as soft targets.

aa: *Anti-aircraft* artillery can fire at aircraft.

h: *High-explosive* attacks every unit in the target hex separately. -1 Firepower against armor.

H: An artillery barrage attacks every unit in the target hex *and* all six surrounding hexes separately. -1 Firepower against armor.

m: An MG can fire at two soft targets, or at the same soft target twice.

M: Liquid-cooled MG's can fire at three soft targets, or at the same target up to three times.

r: Rifles can fire at soft targets only.

GAME SEQUENCE

Players alternate turns. The player taking his turn is the **active** player. He moves or fires his units, one at a time.

Unit's Turn

An active unit can move or fire, but not both. Rotate a piece 90° to indicate it has taken its turn. At the end of the active player's turn, rotate pieces back.

Victory

Players alternate turns until one side wins. Victory is defined in each battle description.
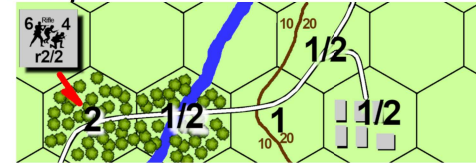
MOVEMENT & TERRAIN

A unit can move a number of hexes up to its Movement. For example, a unit with Movement=4 can move up to four hexes.

Terrain

Some hexes contain difficult terrain. Those hexes cost more Movement to enter. See the Terrain table for details.

Example

A rifle squad r2/2 spends 2 points moving into a forest. It continues along the forest road, where the movement cost is only 1/2. It continues uphill on the road. Uphill costs 2 points (1 to enter the hex, and +1 for the contour line), but the road halves the cost, making it 1 point. The rifle squad continues along the road on the level, spending 1/2 points. The unit has spent all 4 Movement points and can move no further. If it could continue into the town to the southeast, it would only cost 1/2 Movement points, since the unit would be traveling along the road.

Cover

When a cover modifier appears, such as "Cover: +1", the target adds +1 to his highest die thrown when fired upon. For example, if a target throws a "5", that "5" (+1) becomes a "6" instead.

| Terrain	Cover/Entry Cost
Open	Cover: None. Movement: 1 to enter.
Road	Cover: None. Movement: 1/2 point moving along a road on level ground or downhill. 1 MP per elevation line going uphill.
Buildings	Cover: +1 Movement: 1 to enter.
Forest	Cover: +1 Movement: 2 to enter.
Elevation	Cover: None Infantry: +1 MP per contour line uphill. Vehicle: +4 MP per contour line uphill (max 2 lines).
Entrenchment	Cover: +1; also +1 to the target's Survivability. Movement: 1 to enter.

LINE OF SIGHT

Line of Sight (LOS)

Buildings, forests, and hills block LOS. A unit can see into the first hex of a series of building or forest hexes, but no further. A unit can always see adjacent units. Hex edges do not block LOS.

Units in LOS can see each other. If LOS is questionable, measure from the center of one hex to the center of the other.

Example
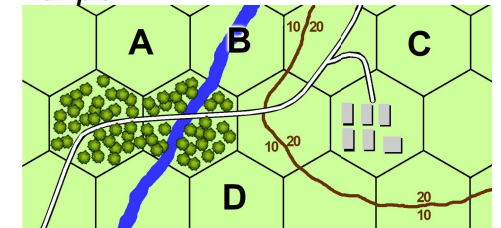
● A and B can see each other. As can B and C, and B and D. Nothing blocks LOS. Hex edges (B-D) do not block LOS.

● A and D cannot see each other. Nor can C and D. Forests and buildings block LOS.

Friendly Units

Only mortars can fire through friendly units at the same elevation.

FIRE

Firing Conditions

A unit may fire on one target per turn. (MG's can fire at two (m) or three (M).) The target must be in within range, and within a clear line of sight. Mark a unit that has fired by rotating it 90 degrees. A target can receive fire from multiple attackers.

Resolving Fire

The firing unit rolls a number of dice equal to his Firepower rating. The target unit rolls a number of dice equal to his Survivability rating.

Pin

If the firing unit's highest die beats the target's highest die, the target is pinned. Flip the pinned piece over to its back side. A pinned unit is helpless until it passes a morale check (see Morale). A pinned unit suffering an additional pin is destroyed.

Kill

If the firing unit's two highest dice each beat the target's highest die, the target is destroyed. Remove the piece.

Example
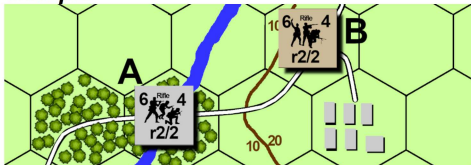
A fires at B at 2-2. A rolls 6, 5. B rolls 5, 4. A's 6 beats B's 5, and B is pinned. Flip B to its back side. B is helpless until rallied.

Example

A fires at B at 2-2. A rolls 6, 5. B rolls 4, 3. Both A's 6 and 5 beat B's 4. B is destroyed.

Point Blank Range

A unit firing on an enemy in the same or adjacent hex throws an additional die.

ROLLING 6'S

When both sides roll 6's, the target is pinned if the firing unit rolls one more 6 than the target. The target is killed if the firing unit rolls two or more 6's than the target.

Example

The firing player rolls three 6's. The target rolls: 6, 5, 4. The attacker has two more 6's than the target. The target is destroyed.

Modifiers

A single die roll can never be greater than 6, even with modifiers. If both sides roll 6's, a player converts one die roll to a 6, for each +1 modifier he has.
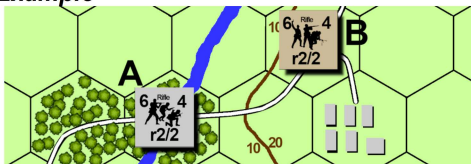
COVER

Cover Modifiers

Cover improves a target's chances of survival. The target unit benefits from the cover rating of his hex (Terrain table).

Cover is not cumulative. A unit in multiple terrain types takes the cover modifier of the most advantageous terrain in the hex.

Example

● B fires on A at 2-2.

● B rolls 6, 5. A rolls 4, 3.

● Without cover, both B's 6 and 5 beat A's 4. A would be destroyed.

● The forest provides +1 cover, adding to A's high roll. This turns A's 4 into a 5.

● B's 6 beats A's 5. A is pinned.

● Flip A over to its back side.

Example

The firing player rolls three 6's. The target rolls: 6, 5, 4. The +1 cover turns one 5 into a six. The attacker has one more 6 than the target. The target is pinned.

STACKED UNITS

Combining Fire

Rifle squads and MG's that occupy the same hex may combine firepower against a target. Tanks, guns, mortars, and aircraft cannot combine fire.

Firepower

The firing units use the cumulative firepower of the units combining fire.

Example

The firing player has a MG team m2/1, and a rifle squad r2/2 in the same space. They combine fire and roll four dice.

Stacked Targets

Infantry units in the same hex may be fired upon individually, or grouped. If grouped, use their cumulative survivability ratings to resolve fire. If grouped, the result applies to all units grouped.

Example

Two rifle squads r2/2 are in the same space. The firing player attacks both units as a group. The target rolls four dice.

Example

A rifle squad r2/2 and MG m2/1 combine fire for a firepower rating of 4. They fire on one of two rifle squads r2/2 in a hex. The attacker fires at 4-2.

Example

A rifle squad r2/2 and MG m2/1 combine fire for a firepower rating of 4. They fire on two of two rifle squads r2/2 in a hex. The attacker fires at 4-4.

Stacking Penalty

For *each* unit in a target hex exceeding four units, the firing player adds an additional +1 to his die of choice.

OPPORTUNITY FIRE

Each of the inactive player's units can fire at one target in the active player's turn (a MG can fire at two or three). The target must be within line of sight and range.

Opportunity Fire

Inactive units can fire on moving, loading, or unloading units. Inactive units can continue firing until the target stops moving or is destroyed. A unit having conducted opportunity fire can be rotated 90º as a reminder that it has fired.
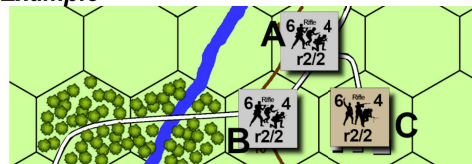
Example

● Squad A moves to space 1. The inactive squad at B fires at A at 3-2 (point blank).

● A survives and moves into B's hex. B fires again at A at 3-2 (point blank).

SAME-HEX COMBAT

Opposing units in the same hex can only fire on each other. Outsiders cannot fire into the hex. The firing unit throws an extra die for point blank. Targets get no cover modifiers, and a *pin* kills.

Example

A enters C's hex. C fires at 3-2 (point blank). Cover is ignored, and a pin kills. C rolls 6, 5, 4. A rolls 5, 4. C's 6 beats A's 5, destroying A.

MORALE

Morale Check

At the end of his turn, the active player checks morale. Morale is defined in each scenario. The active player rolls one die for each pinned unit. If the die is his morale or less, the unit rallies. Flip that piece over to its front side. It can now move and fire.

Morale Failure

If a unit fails a morale check, it remains pinned. If in the open, it immediately flees at full movement, away from its enemy. If it reaches cover, it stops. It remains pinned.

Example

The active player (morale = 4) has two pinned units in the open. He rolls 4 for one, 5 for the other. The unit rolling 4 rallies and flips over to its front side. The unit rolling 5 flees at full movement away from its enemy.

LEADERS

A leader adds his modifier to every roll for every unit in his hex. This affects outgoing and incoming fire, and morale checks. If all units in the hex are killed, the leader is too.
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